

IN THE SPECIFICATION:

Please amend paragraph [0009], pages 5-6, as follows:

[0009] Those skilled in the art will appreciate that when hitting a golf ball, a golf club should make initial dynamic contact with the ground at a low point ~~LP~~ on the sole, that lies substantially in the centerline plane as discussed with respect to Fig. 1. This is the low point of the usually symmetrical sole radius. If the club head is not so designed, the accuracy of shots therewith may suffer. For example, initial dynamic contact of the sole with the ground toward the toe causes the club face to open, thereby producing an undesired fade or slice shot. Similarly, initial dynamic contact of the sole with the ground toward the heel causes the club face to close, producing an undesired draw or hook shot. As shown in Fig. 4, even if the lie angle of a conventional golf club is “dynamically proper,” the initial dynamic contact point of the sole with the ground is typically still somewhat undesirably toward the toe because the bounce angle is constant along the entire length of the sole and the width of the sole increases from heel to toe. Fig. 4 shows that the amount of sole surface exposed in a face view of an iron-type club head is greater near the toe portion of the sole (Distance B) than near the heel portion of the sole of the club head (Distance A). Thus, on the downswing, the sole of a conventional club typically will initially contact the ground at a point along the bounce line somewhat toward the toe as indicated in Fig. 5, causing the club face to open and an undesired fade or slice shot to result.

Please amend paragraph [0014], page 8, as follows:

[0014] Fig. 2 is a schematic view of an iron-type golf club head additionally schematically illustrating a ~~static~~ static contact point when the club head is at address position;